



# Theory of Computing – Examples

v.0.6 - 1/3/2023

**Michele Amoretti**  
Quantum Information Science  
University of Parma

## Contents

<b>1</b>	<b>Information Theory</b>	<b>1</b>
1.1	Entropy – Horse Racing . . . . .	1
1.2	Mutual Information – Binary Symmetric Channel . . . . .	1
1.3	Kolmogorov Complexity – Find the Random String . . . . .	2
<b>2</b>	<b>Computability</b>	<b>2</b>
2.1	<u>Mapping</u> Reducibility vs. Turing Reducibility . . . . .	2
2.2	$\overline{A_{TM}}$ is not mapping reducible to $A_{TM}$ . . . . .	2
<b>3</b>	<b>Computational Complexity</b>	<b>3</b>
3.1	$GCD$ – Euclidean Algorithm . . . . .	3
3.2	NP-Complete Problems . . . . .	3

---

**Quantum Information Science**

University of Parma

Parco Area delle Scienze

43124 Parma

Italy

<http://www.qis.unipr.it>

## **Preface**

This is a collection of examples related to the Theory of Computing part of the High Performance Computing course (M.Sc. in Computer Engineering, University of Parma).

# 1 Information Theory

## 1.1 Entropy – Horse Racing

Let us consider eight horses with win probabilities  $\{\frac{1}{2}, \frac{1}{4}, \frac{1}{8}, \frac{1}{16}, \frac{1}{64}, \frac{1}{64}, \frac{1}{64}, \frac{1}{64}\}$ . To communicate the race winner, we may use 3 bits, as to enumerate the eight horses we need actually 3 bits. However, taking into account the fact that the horses have different probabilities of being announced as winners, we may choose a clever binary representation, namely:

$$0, 10, 110, 1110, 111100, 111101, 111110, 111111.$$

In this way, the average description length is 2 bits.

Let's now compute the entropy of the random variable  $X$  representing win announcements:

$$H(X) = -\frac{1}{2} \log \frac{1}{2} - \frac{1}{4} \log \frac{1}{4} \dots = 2 \text{ bits} \quad (1)$$

We know that entropy is the average amount of information produced by a stochastic source of data. With this example, we have seen that the entropy of a random variable can be also interpreted as the *lower bound* on the average number of bits required to represent the random variable.

## 1.2 Mutual Information – Binary Symmetric Channel

Let us consider a noisy channel where an input bit  $b$  is received as  $\bar{b}$  with probability  $p$  (as  $b$  with probability  $1-p$ ), as illustrated in Fig. 1. This model, denoted as Binary Symmetric Channel, is the most simple model of noisy channel. Let us call  $X$  the random variable representing the transmitted bits, and  $Y$  the one representing the received bits. Their mutual information is

$$I(X; Y) = H(Y) - H(Y|X) = H(Y) - H_b(p) \quad (2)$$

where  $H_b(p)$  is the binary entropy. The previous equation can be proved by observing that  $\{Y|X = x\}$  is a Bernoulli random variable (when  $x$  is transmitted, the value of  $Y$  is  $x$  with probability  $1-p$  and  $\bar{x}$  with probability  $p$ ).

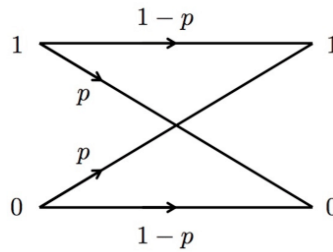


Figure 1: Binary Symmetric Channel model.

The channel capacity is

$$C = \max_{p(x)} I(X; Y) = \left( \max_{p(x)} H(Y) \right) - H_b(p) \quad (3)$$

To compute  $C$ , we observe that  $H(Y)$  is maximized to 1 when  $X$  has uniform distribution ( $p(x)$  s.t.  $p(0) = p(1) = \frac{1}{2}$ ), for which also  $Y$  has uniform distribution independently of  $p$  (the proof is left for exercise). On the other hand,  $H_b(p)$  does not depend on  $p(x)$ . Therefore, the channel capacity turns out to be:

$$C = 1 - H_b(p) = 1 + p \log p + (1 - p) \log(1 - p) \quad (4)$$

We can observe that, when  $p = 0$  or  $p = 1$ , then  $C = 1$ . The minimum capacity,  $C = 1/2$ , arises when  $p = 1/2$ .

### 1.3 Kolmogorov Complexity – Find the Random String

Tell if the following strings are Kolmogorov random:

3333333333

31415926535

84354279521

They all have the same probability  $10^{-11}$  of being randomly extracted from the set of 11-digit strings. However,  $C(x) < 11$  for the first string (which is  $\{3\}^{11}$ ) and also for the second one (which is  $\pi \cdot 10^{10}$ ). Only the last string is Kolmogorov random, having  $C(x) = 11$ .

## 2 Computability

### 2.1 Mapping Reducibility vs. Turing Reducibility

Let us recall the definition of mapping reducibility:

$$A \leq_m B \Leftrightarrow [w \in A \Leftrightarrow f(w) \in B]. \quad (5)$$

This definition implies that, given  $w$ , there is a Turing Machine  $M^B$  that computes  $f(w)$  and, thanks to the oracle for  $B$ , tells whether  $f(w) \in B$ , i.e.,  $w \in A$ . This means that  $M^B$  can decide  $A$ , i.e., that  $A \leq_T B$ . In conclusion, mapping reducibility implies Turing reducibility.

Instead, Turing reducibility does not imply mapping reducibility. Indeed, Turing reducibility means that there is an oracle Turing machine  $M^B$  able to decide  $A$ . This definition does not imply the existence of  $f()$  such that  $w \in A \Leftrightarrow f(w) \in B$ .

### 2.2 $\overline{A_{TM}}$ is not mapping reducible to $A_{TM}$

Let us define the language

$$\overline{A_{TM}} = \{(M, w) | M \text{ is a TM and } M \text{ rejects } w\}. \quad (6)$$

We know that  $A_{TM}$  is Turing-recognizable by a Universal Turing machine (UTM). Now we prove that  $\overline{A_{TM}}$  is not Turing-recognizable.

If both languages were Turing-recognizable, then  $A_{TM}$  would be decidable, i.e., there would exist a TM that halts for all  $(M, w)$ . Since we know that  $A_{TM}$  is not decidable, the initial assumption was wrong.

Now observe that, being  $\overline{A_{TM}}$  not Turing-recognizable, there is no  $f()$  such that  $[(M, w) \in \overline{A_{TM}} \Leftrightarrow f(M, w) \in A_{TM}]$ . To have such an  $f()$ , we would need a Turing machine that recognizes  $\overline{A_{TM}}$ .

We conclude that  $\overline{A_{TM}}$  is not mapping reducible to  $A_{TM}$ .

### 3 Computational Complexity

#### 3.1 GCD – Euclidean Algorithm

Let us consider two positive integers  $a$  and  $b$ .

1. Find  $q_0$  and  $r_0$  s.t.  $a = q_0b + r_0$ .
2. Find  $q_1$  and  $r_1$  s.t.  $b = q_1r_0 + r_1$ .
3. Repeatedly solve  $r_i = q_{i+2}r_{i+1} + r_{i+2}$  until  $r_n = 0$ .
4.  $GCD(a, b) = r_{n-1}$ .

Exercise: find  $GCD(125, 75)$  using the Euclidean Algorithm.

#### 3.2 NP-Complete Problems

- **SAT.** Given  $n$  Boolean variables  $x_1, \dots, x_n$ , is there at least one configuration of the variables s.t.  $f(x_1, \dots, x_n) = 1$ ?
- **3SAT.** Given  $n$  Boolean variables  $x_1, \dots, x_n$  and a set of clauses that each one relates at most 3 variables, is there at least one configuration of the variables s.t. the clauses evaluate to 1?
- **CircuitSAT.** Given  $n$  Boolean variables  $x_1, \dots, x_n$  and a set of clauses  $x_{i+1} = f_i(x_1, \dots, x_i)$  with  $i \geq n$ , is there at least one configuration of the variables s.t. the clauses evaluate to 1?
- **Map Coloring.** Are  $k$  colors sufficient to color an arbitrary map so that no two adjacent features have the same color? With  $k = 2$ , the answer can be found in polynomial time in the number of features (it is sufficient to find a vertex with an odd number of incident edges). With  $k \geq 4$ , it is always possible to color the map so that no two adjacent features have the same color. With  $k = 3$ , the problem is NP-Complete.
- **3-Partition.** Given  $3n$  numbers, decide whether they can be split into triples of equal sum.
- **Bin Packing.** We have an unlimited number of bins each of capacity  $B$ , and  $n$  objects of sizes  $s_1, s_2$ , etc. s.t.  $0 < s_i \leq B$ . Given  $k$ , is there a packing using no more than  $k$  bins?

- **Traveling Salesman Problem (TSP).** Given a graph and an integer  $B$ , is there a cycle through all the vertices such that the total weight of the edges used is at most  $B$ ?

## References

- [1] S. Arora, B. Barak, *Computational Complexity – A Modern Approach* Cambridge University Press, 2009.



